mondo MELT

Audio Melting
Lo-Fi FX Unit

VST3/AU Plugin for Mac & Windows

pm
psychic**modulation**

◄►   Brain Melter

!?!   SAVE

INPUT	LOWCUT	EQ			SATURATION			LPF
DRIVE		LOW	MID	HI	SHAPE	LEVEL	GAIN	DAMPER

MELT

WOW	FLUTTR	DROPOUT

MOD SPEED

FREQ	RNDM

CHORUS

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DRY/WET   VOLUME
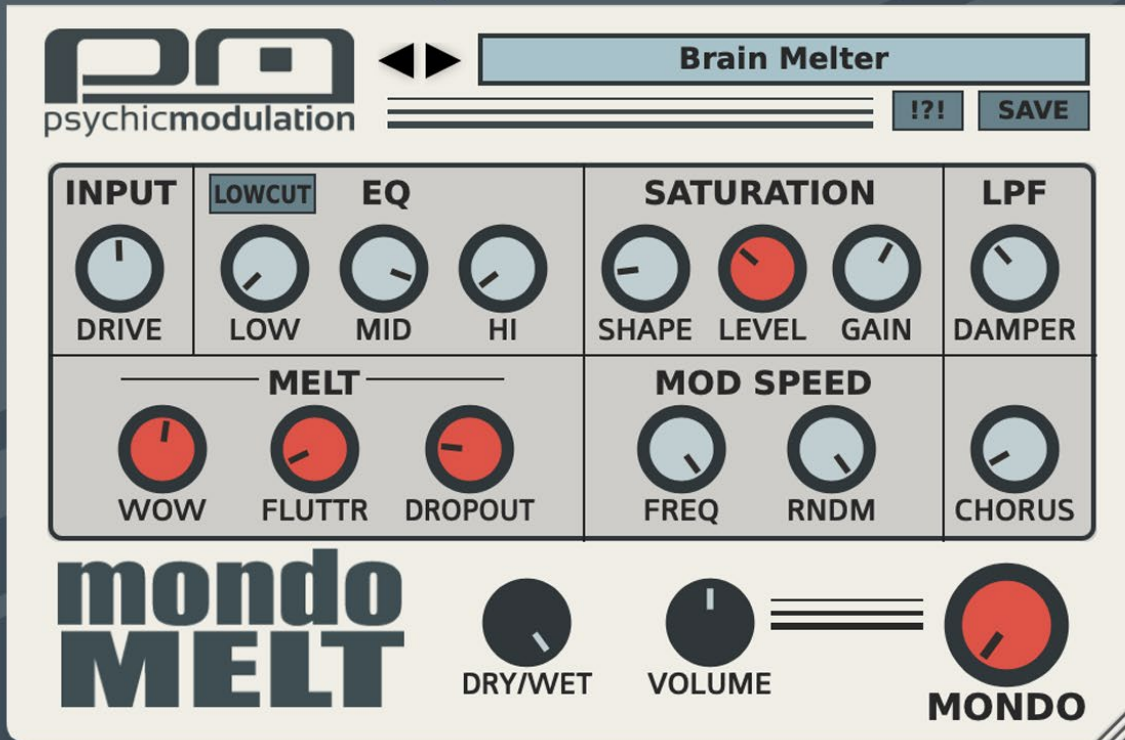
MONDO

version 1.0

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Introduction to MondoMelt

MondoMelt is a lo-fi character effect, taking the tone-shaping and melting capabilities of EchoMelt3, and wrapping it up into a compact plugin that will give you instant results.

Pitch instability, audio degradation, saturated crunchiness and cassette tape aesthetic are instantly available by tweaking just a few controls.

Installation

To install MondoMelt, simply double-click on the installer file and follow the on-screen prompts.

System Requirements:

Windows: VST3, Windows 7 or higher, 64-bit

Mac: VST3/AU, OSX 10.11 or higher, 64-bit

The installer will install the plugin into your chosen plugin folder, a copy of this user manual and a folder for presets. The preset folder is installed into the following location based on your OS:

Windows: C:/Users/Public/Public Documents/MondoMelt/

Mac: Users/Shared/MondoMelt/

In order for the plugin to load presets properly, the preset files must be saved to the 'Presets' folder. This will allow you to access your presets directly from the plugin's interface via the dropdown list. For more info about the Preset system, **see this section.**

The Signal Chain

When sound enters MondoMelt, it passes through a series of effects. Various aspects of these effects are exemplified by the Mondo knob.

The Effect Chain

Input Drive > EQ > Saturation > Damping Filter > Melt > Output Gain > Dry/Wet Mix

The Input Drive determines the amount of gain to enter the signal before it is affected by the Tone Shaper. The boosted signal is then passed into a 3-band EQ. Saturation is then applied to the filtered signal, which can be further distorted with the Shape control. The ToneShaper effect ends with a Post Saturation Low-Pass Damping filter which ranges down to 3k for taming distorted high-end and adding some age to the sound. More about the Tone Shaper section **here**.

The resulting sound coming from the Tone Shaper then passes through the Melt effect. This modulation effect alters the pitch and amplitude of the signal with three different modulators for wow & flutter effects and audio degradation. The Melt effect can also produce full stereo chorusing using a single Chorus knob, which will give the sound depth, dimension and stereo width. Learn more about the Melt section **here**.

Finally the Master Volume controls the overall output signal, and the resulting sound of all applied effects can be mixed with the original dry signal using the Dry/Wet control at the bottom of the interface. Note- Master Volume controls the Wet signal, leaving the Dry signal unaffected.
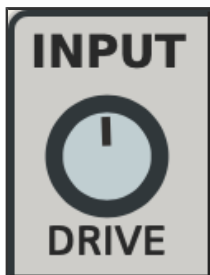
The Mondo control will intensify various aspects of each effect when it's amount is increased. More about Mondo and the other Master controls **here**.

ToneShaper Overview

The ToneShaper effect will warm up, filter, shape and saturate the incoming signal.

Input Drive

Increases the volume of the input signal up to 12db.

EQ

A simple 3-band EQ for shaping the tone of the incoming signal.

Low/Mid/Hi

These three controls are used for cutting or boosting the volume of each frequency band (-24db/+12db).

LowCut

When this switch is activated, it will cut the low-end frequency of the signal at around 150Hz.

Saturation

After the signal is filtered by the EQ, it is fed into the Saturator, which will add harmonics, while shaping and distorting the incoming signal.

Level

Increase this control to mix saturation into the signal for a harmonic boost. Note that the Gain control plays a big role in the way the Saturation sounds. By default, Gain will be turned down, resulting in a lowering of volume as Saturation is increased. This is so that extreme Saturation can be applied without creating loudness, for adding a pleasant crunchiness to the signal. However, the Gain can be turned up to make up for this reduction.

Shape

Shape works in conjunction with the Saturation Level, and will further distort the sound when increased. If the Sat control is at 0, then no shaping will take place.

Gain

The Gain parameter controls the volume that is applied with increased Saturation. With low Gain settings, Saturation volume will be lower, but with increased distortion. With higher Gain settings, Saturation volume will be higher with less distortion. This parameter allows more control over the sound of the Saturation.
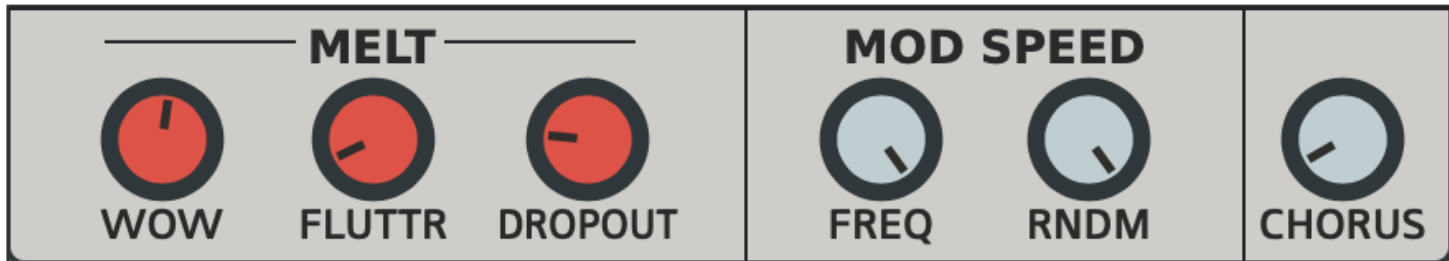
Damping Filter

Damper

A final Damping filter is provided to cut some of the harsh high-end frequencies created by the distortion. This filter ranges down to 3000 Hz. The signal can pass through the Damper even if Saturation is at 0.

Melt Overview

Melt is a modulation effect that creates pitch drifting, instability and audio degradation reminiscent of the character of analog tape and VHS. The Melt effect is made up of three different modulators: Wow, Flutter and Dropout. The combination of these modulations create movement and fluctuations in the pitch and amplitude of the signal. The Melt modulators can be de-randomized for use as a more standard LFO if needed. Melt can also be transformed into a lush Chorus effect using only a single knob.

Modulation
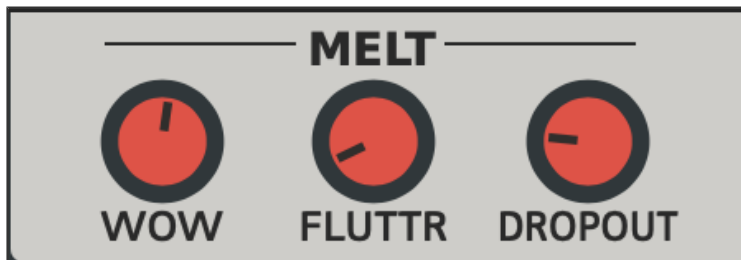
Wow and Flutter create drifting, wobbling fluctuations in the signal's pitch. The Dropout modulator creates drop-outs in the amplitude, or volume, of the signal. These three modulations can be used together or separately by introducing them with the orange Depth controls.

Mod Speed

Freq

This sets the frequency of all three modulators combined. The Freq control ranges from 0.25Hz to 4Hz. This is the base frequency range of the Wow modulator. Flutter follows this

frequency, but is multiplied by 3 for a faster modulation. Dropout also follows this Frequency, but is multiplied by 4 for an even faster speed.

RNDM

The RNDM control randomizes the Melt modulation. If set to 0% (fully left), the Melt modulation is essentially just a sine wave. As this randomizer is increased, the waveform begins to jump around sporadically, resulting in a smooth randomized waveform.

Chorus

A single control to add dimension and stereo width to the sound. When increased, the stereo channels begin to separate, widening the sound, and the un-melted signal is mixed back in, creating a chorus effect. If Chorus is set to 0%, no effect is applied.

Master Controls Overview

These controls apply to the entire effect as a whole.

Dry/Wet Mix

This is the main dry-wet mix control. If set to 0% (fully left), only the dry signal is heard. If set to 100% (fully right), the fully effected signal will be heard. Setting this to 50% (centered) will result in a balanced mix. Keep in mind that you may hear a chorusing effect while mixing the wet and dry signals. This is because Melt is applying pitch modulation to the wet signal which is being mixed with a dry, non-modulated signal. This will naturally produce a chorusing effect.

Volume

This is the main volume control. This will increase the volume of the wet signal without affecting the dry signal. The volume can be increased up to 12db.

Mondo

This is a specialty control that affects various aspects of intensity for the overall effect as a whole. The amount of intensity Mondo applies depends on how subtle or extreme many of the aspects of the overall effect are set. When Mondo is applied, the following happens:

*Saturation is intensified. This is dependent on the Saturation Level. If the Level is at 0%, no intensity will be heard.

*Saturation Shape is intensified. This is multiplied by the amount of Shape. At 0%, no intensity will be heard. At 100%, intensity will be extreme.

*The Damping Filter frequency is decreased. This will darken the sound if there's already some damping applied. If the frequency is set around 20k, this effect won't be as noticeable, but the lower the frequency, the more noticeable the Mondo effect will be.

*Melt Depth is increased substantially. This is based on the amount of the Wow, Flutter and Dropout Levels. If Melt is set subtly, the Mondo effect will be subtle, if Melt is set to the extreme, Mondo will also be extreme.

Patch Management
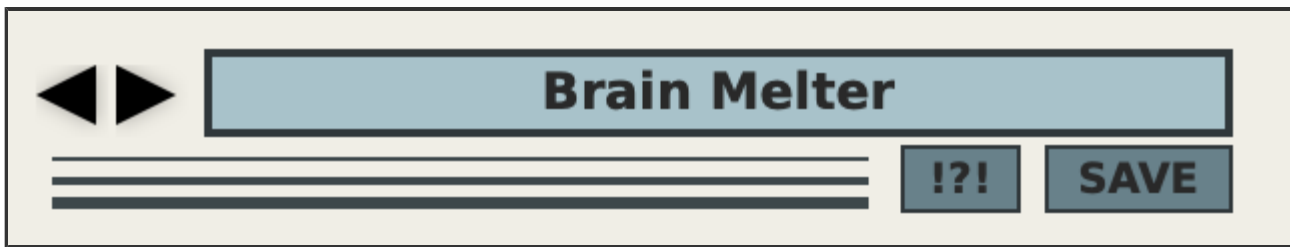
MondoMelt has an easy to use patch management system. Users can load/save their own presets which are recalled directly from a preset folder. Users can even create a default preset that loads at startup. To load a preset, click on the display bar at the top of the GUI with the preset name. This will open a dropdown selector. Click on the name of the preset to load it. For saving presets, click on the **Save** button in the top left corner of the interface. When this button is clicked, it will display a dropdown list of saving options which are explained in more detail below.

Preset Menu

Fuzz Muncher
Ghost Tone
Grunge Funk
Haunted Amp
Moon Bat
Ripple Effect
Separation
Simple Chorus
Space Cake
Stereo Syrup
Strung Out
Stun Gun
Super Lo-Fi
Video Age
Warbler
Wood Grain

Loading Presets

Loading presets is very straightforward. Just click on the top display bar with the preset name. This will open a dropdown list of available presets. If any presets are located in sub-folders, these will be shown here as well. Simply hover the mouse over any sub-folder to show the list of available presets.

Saving Presets

To save a preset, click on the 'Save' button below the display bar. This will open a dropdown list with a few options. These are explained below:

New Folder: Select this to create a new sub-folder for saving presets to. After creating the folder, hover over it to choose the 'Save As' function in order to save into that folder.

Save As: This will save a new preset into whichever folder you are currently working from.

Overwriting presets: Below the above options will be a list displaying all available presets that can be overwritten. To overwrite a preset, just click on it's name and a prompt will confirm the overwrite with a 'Yes' or 'No'. You can also hover over sub folders to overwrite presets within them.

In order for the preset system to function properly, presets should be saved in their corresponding folders, which can be found in the following location:

Windows: the folders are located in **C:/Users/Public/Public Documents/MondoMelt/Presets/**

Mac: the folders are located in **Users/Shared/MondoMelt/Presets/**

*NOTE- Presets should always be saved to the '**Presets**' folder. This will ensure that they can be pulled up in a list on the plugin's interface. Sub-folders should only be created within the Presets folder as well.

Parameter Randomization

The parameters on the main panel can be randomized by clicking the **!?!** switch. The only parameters not affected by the randomizer are the Input, as well as the master controls (Dry/Wet, Volume and Mondo).

Useful Features

Here are some useful features that you might have not noticed.

Numerical Readouts

Hover over the name of each parameter and it will display the numerical readout of that parameter. Double-click this readout to edit it by typing in values manually. This can be very useful for inputting specific values that would otherwise be too difficult to get by fine tuning. This can be especially helpful with Filter controls when specific frequencies are required.

Parameter Adjustments

For making fine-tune adjustments, hold Ctrl/Cmd while adjusting knobs and sliders to slow down control movements, making them more precise.

Also worth noting is the Double-click Reset feature. This can be very handy to reset a control to it's default position.

GUI Window Sizing

The GUI size can be adjusted by clicking and dragging from the bottom right corner. This allows resizing for up to 4x the original size. The last size set will be saved with each project/song. Alternatively, you can save a Default preset with the size you want so that it remains your default size each time the plugin is loaded.

Credits

Concept, Design and Programming by Jack Resweber **(Psychic Modulation)**

Additional programming by **Chris Kerry**

VST Plugin Technology by Steinberg

Support Information

Email: **support@psychicmodulation.com**

Visit the official KVR support forum